

# YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class #1



EXHB #	MANEUVER	R Circles	4	L Circles	4	R Fig	RRB	LRB	Stop	Overall	HDD	Penalties	Final	Comments
		OOo Stop	Spins Right	OOo Stop	Spins Left	8			Back					
		1	2	3	4	5	6	7	8					
1	142				-1/2									
	SCORE	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	+2	0	-1/2	74 <sup>2</sup>	2
	Total													
2	1279					-4								
	SCORE	0	0	+1/2	+1/2	-1	0	+1/2	+1/2	+1	+2	-4	70 <sup>3</sup>	3
	Total													
3	1529					-1								
	SCORE	+1/2	0	0	-1/2	-1/2	-1	-1/2	+1/2	+1/2	0	-1	68 <sup>4</sup>	
	Total													
4	312				-1									
	SCORE	+1/2	+1	+1	-3	+1/2	+1/2	+1/2	+1/2	0	+2	-1	72 <sup>1/2</sup>	off pattern 5 Spins left
	Total													
5	383													
	SCORE	+1/2	+1	+1	+1	+1	+1/2	+1/2	+1	+3	0	-1	79 <sup>1/2</sup>	78.5 nice pattern 19th hands Mane source Rider
	Total						74 <sup>1/2</sup>	75	76 <sup>1/2</sup>					
6	1438													
	SCORE	+1/2	-3	0	0	0	0	+1/2	+1/2	+1	+1	0	70 <sup>1/2</sup>	off pattern 3 Spins Rt.
	Total													
7														
	SCORE													
	Total													
8														
	SCORE													
	Total													

Circled penalties are deemed due to horse not rider and will not appear in the final score.

Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE \_\_\_\_\_

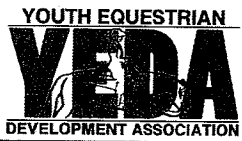
(Judge B)

**YEDA Official Score Sheet – RAIL Class: #2 Junior Emerald Rail  
 Horsemanship (Split A)**

Back #	Rider Comments	Overall Class Comments
1 852 <sup>✓</sup>	Nice Relaxed Position in Saddle	
2 1525	Very Good upper Body Good leg Position	
3 101 <sup>✓</sup>	Don't lean forward - Relax	
4 1238	Excellent Upper & Lower Body Position	
5 1125 <sup>✓</sup>	Relax hips a little	
6 1630 <sup>✓</sup>	Relax - look up	
7 1699	Excellent Position - (lost number)	
8 126	Excellent Position	
9		
10		
11		



Judges Signature (Judge B)



# YEDA Official Score Sheet – RAIL Class: #3 Senior Emerald Rail Horsemanship

	Back #	Rider Comments	Overall Class Comments
1	253	Good Position	
2	1084	Very Good Position	
3	863	Nice Relaxed Soft hands - Good Position	
4	1105	Lower leg Back more	
5	408	Lower leg Back move	
6	275	Lower hands	
7	526	Very Nice Position	
8	1301	Looks Tense- Relax - Good Position	
9	793	Excellent Position & Form	
10			
11			

Judges Signature (Judge B)



**YEDA Official Score Sheet – RAIL Class: #4 Junior Emerald Rail Horsemanship (Split B)**

4

Back #	Rider Comments	Overall Class Comments
1 1615	Lower Left hand - Lower leg back	
2 198	Excellent position	
3 <sup>RR</sup> 1435	Lower Leg back - More contact with reins <sup>Broke at Lope</sup>	
4 367	Good Position - Use more leg Let horse move - <sup>Broke at Lope</sup>	
5 353	Relax Rt. Arm - Look up - Steady lower leg	
6 1136	Relax Rt hand - Good position	
7 1560	Relax Lean Back a little - B.O.G. at leg	
8		
9		
10		
11		

Judges Signature (Judge B)



# YEDA Official Score Sheet – RAIL

Class: # <sup>5</sup> Alumni Emerald Rail  
Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1521	Shorten Reins- Sit down in saddle more- Quiet upper body	
2 1628	Excellent hands & Body Position	
3 1567	lower hands- more control- Sit down in saddle more at Lope	
4		
5		
6		
7		
8		
9		
10		
11		

Judges Signature (Judge B)

Updated 2020

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

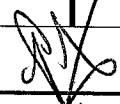
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop	7				
1 178	Penalty			-3								
	Maneuver Score	+1	0	-1	+1	+1/2	+1	+1 1/2	0	71	4	
	Totals											
2 675	Penalty											
	Maneuver Score	+1/2	+1/2	-1/2	0	+1/2	-1	+1/2	0	70 1/2	5	
	Totals											
3 1384	Penalty											
	Maneuver Score	0	+1/2	+1	+2	+2	+1	+2	+1	79 1/2	2	
	Totals											
4 760	Penalty											
	Maneuver Score	+1/2	+1/2	+1	+1 1/2	+2	+1/2	+2	+2	80	1	
	Totals											
5 1262	Penalty											
	Maneuver Score	-3	-1	0	-1	-1/2	-1/2	+1	+3	65	No walk off Pattern 6	
	Totals											
6 1092	Penalty											
	Maneuver Score	+1	+1	+1/2	+1/2	+1	+1	+2	+2	79	3	
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

  
 \_\_\_\_\_  
 Judges Signature (Judge B)

Updated 2020

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in ½ point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in ½ points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk 1-2	X Jog 3	Lope OR RL 4	Stop 360 L 5	Lope LL 6	Stop Back 7					
1 312	Penalty											
	Maneuver Score	+1	+1/2	+2	-1	+1	+1	+2	+2	78 1/2	2	
	Totals											
2 142	Penalty						-3					
	Maneuver Score	+1	+1/2	-1/2	0	-1	+1	+1	+1	70	5	
	Totals											
3 1279	Penalty											
	Maneuver Score	+1	+1	+1	0	-1/2	-1	+1 1/2	+2	74	3	
	Totals				73			75 1/2				
4 1529	Penalty						-1-1-1					
	Maneuver Score	+1 1/2	+2	+2	-1	-2	+1	+1	+2	73 1/2	4	
	Totals				74 1/2		1					
5 383	Penalty											
	Maneuver Score	+1/2	+1/2	+3	+1/2	+2	+2	+2	0	83 1/2	1	
	Totals		75	76	77 1/2							
6 1438	Penalty	-3					-3					
	Maneuver Score	-3	-1	-1	-1	-3	0	0	0	55	No walk 5 - No CL Lope - off Pattern 6	
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature (Judge B)

**YEDA Official Score Sheet – Ranch Horse Pattern #4**

Updated June 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers and Overall Ability and HDD are scored +3 to -3 in 1/2 point increments.

**1 – point penalty**

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

**3 – point penalty**

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

**Faults incurring a score of 0:**

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1 1092	Penalty													
	Maneuver Score	+1/2	+2	+2	+2	+2	+2	+2	-1	0	+2	+1	84 1/2	1
	Totals					78 1/2		82 1/2						
2 760	Penalty													
	Maneuver Score	+1/2	+1	+1	+1	0	+1/2	+1	+1	0	+1	+1/2	77 1/2	3
	Totals					73 1/2								
3 1384	Penalty													
	Maneuver Score	+1	+1 1/2	+2	+1 1/2	0	0	0	+1/2	0	+1/2	0	78	2
	Totals					76		76						
4 675	Penalty													
	Maneuver Score	+1/2	0	-3	-3	0	0	0	-3	0	0	0	61 1/2	Simple lead change no back no RL lope 6
	Totals													
5 1262	Penalty	-1												
	Maneuver Score	-1	-1	-1	-1	-1	0	-1/2	0	-1	+1/2	+1/2	64 1/2	5
	Totals					64		63 1/2						
6 178	Penalty	-1												
	Maneuver Score	0	+1	+1	+1	-2	0	0	-1	-1	+1/2	+1	70 1/2	4
	Totals													
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													

Judges Signature (Judge B)



Updated 2020

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Extend Walk 4	Reg Walk 5	Stop 6					
1 754	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1		+1/2	0	75	
	Totals										
2 1665	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1		+1/2	0	75	+ Rail
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										

Judges Signature (Judge B)

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**


- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Stop Back 3	Ext. Walk 4	Jog 5	Stop 6					
1 741	Penalty										
	Maneuver Score	+1/2	+1	+1	+1	+1		+1/2	0	76	
	Totals										
2 878	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1		+1/2	0	75	
	Totals										
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

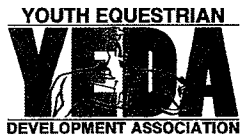
  
 Judges Signature (Judge B)



# YEDA Official Score Sheet – RAIL Class: #11 Elementary Pearl Rail Horsemanship (Split A)


Back #	Rider Comments	Overall Class Comments
1 1531	Nice Position Relax Right hand a little Bit	
2 1320	Nice Relax Body Position	
3 1511	Relax Back	
4 1471	Excellent Saddle Position	
5 1599	Lower hands - Shorten Reins	
6 1667	Very Nice - Broke at Leg	
7 94	Excellent Position - look up	
8 1049	Excellent Posture Relax left hand a little	
9		
10		
11		

Judges Signature (Judge B)



**YEDA Official Score Sheet – RAIL Class: #12 Elementary Pearl Rail Horsemanship (Split B)**

Back #	Rider Comments	Overall Class Comments
1 1387	Good Position	
2 1632	Excellent Position Drop Hands a little	
3 136	Relax hands - Good Body Position	
4 832	Good Position	
5 1519	Relax Back - Drop hands a little	
6 1168	Excellent Position	
7 1419	Sit up taller	
8		
9		
10		
11		

  
Judges Signature (Judge B)

Updated 2020

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	+1/2	+1	+1	+1	+1 1/2	+1 1/2	76 1/2	1
	Totals									
2	Penalty					-3				
	Maneuver Score	+1/2	+1/2	-1/2	-1	+1/2	+1/2	0	67 1/2	6
	Totals									
3	Penalty		-1							
	Maneuver Score	+1/2	-1/2	0	0	0	+1/2	0	69 1/2	5
	Totals									
4	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	+1/2	+1 1/2	0	75	3
	Totals									
5	Penalty									
	Maneuver Score	+1/2	+1	+1/2	+1	+1 1/2	+1 1/2	+1/2	75 1/2	2
	Totals									
6	Penalty									
	Maneuver Score	+1/2	+1/2	+1	+1/2	-3	0	0	69 1/2	No Stop Back 8
	Totals									
7	Penalty									
	Maneuver Score	-3	+1/2	+1	+1	+1	+2	0	72 1/2	No walk 7
	Totals						70 1/2			
8	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	73	Set Back Relax Rt. Arm 4
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature (Judge B)

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1 1471	Penalty				-1					
	Maneuver Score	+1/2	+1	0	+1/2	+1	+1/2	0	73 1/2	4
	Totals									
2 1519	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1/2	0	72	7
	Totals									
3 1320	Penalty			-3						
	Maneuver Score	+1	+1	-1/2	+1/2	+1	+1/2	0	72 1/2	6
	Totals									
4 1599	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	74	3
	Totals									
5 1531	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1/2	+1 1/2	0	76 1/2	2
	Totals									
6 1419	Penalty									
	Maneuver Score	0	0	+1	+1/2	+1	+1/2	0	73	5
	Totals									
7 1387	Penalty									
	Maneuver Score	+1	+1/2	+2	+2	+2	+2	0	80 1/2	1
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature (Judge B)

Updated 2020

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop					
1 1238	Penalty										
	Maneuver Score	+1	+1	+1 1/2	+1 1/2	+1 1/2	+2	0	78 1/2	1	
	Totals										
2 1136	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1	+1	0	74 1/2	3	
	Totals										
3 367	Penalty										
	Maneuver Score	+1/2	+1/2	+1	+1	+1 1/2	+1 1/2	0	75	2	
	Totals										
4 353	Penalty			-1							Hit Cone
	Maneuver Score	0	0	0	-1/2	-1/2	+1/2	+1/2	69	6	
	Totals										
5 1435	Penalty				-3						Relax-
	Maneuver Score	0	+1/2	0	-1	0	+1/2	+1/2	67 1/2	7	
	Totals				66 1/2						
6 1615	Penalty				-3						No R. & L. Lope
	Maneuver Score	0	+1/2	-1/2	-3	0	+1/2	0	64 1/2	8	
	Totals										
7 1125	Penalty										Relax Rt. Arm
	Maneuver Score	+1/2	+1/2	0	+1	+1	+1	0	74	4	
	Totals										
8 1630	Penalty										
	Maneuver Score	+1/2	+1/2	0	+1/2	0	+1/2	0	72	5	
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature (Judge B)

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
1 1301	Penalty				-3					
	Maneuver Score	+2	+2	+2	-1	0	+1 1/2	0	73 1/2	8
	Totals									
2 1084	Penalty	(-1)			-3					
	Maneuver Score	0	+1	+1	-1	0	+1	+1/2	69 1/2	9
	Totals									
3 1105	Penalty									
	Maneuver Score	+1	+1/2	+1	+1	0	+1	0	74 1/2	7
	Totals									
4 408	Penalty									
	Maneuver Score	+1	+1	+1	+1 1/2	+1	+1 1/2	+1/2	77 1/2	2
	Totals									
5 253	Penalty									
	Maneuver Score	+1	+1	+1	+2	+2	+2	+1/2	79 1/2	1
	Totals									
6 863	Penalty									
	Maneuver Score	+1	+1 1/2	+1/2	+1/2	+1/2	+1	+1/2	75 1/2	5
	Totals									
7 793	Penalty	-1								
	Maneuver Score	0	+1	+1	+2	+2	+1 1/2	0	76 1/2	3
	Totals									
8 526	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1 1/2	+1 1/2	+1 1/2	+1/2	76	4
	Totals									
9 275	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1	+1 1/2	+1	0	75	6
	Totals									

Judges Signature (Judge B)



Updated 2020

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in ½ point increments

**Minor Faults (-1 point)**

- Break of gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in ½ points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Stop Back 4	Lope RL 5	Stop 6					
1 852	Penalty										
	Maneuver Score	+½	+1	+½	+1	+2	+1½	0	76½	2	
	Totals										
2 198	Penalty										Nice Pattern
	Maneuver Score	+2	+½	+½	+1½	+2	+2	0	79½	1	
	Totals			24							
3 101	Penalty										
	Maneuver Score	+½	+½	+½	+½	+½	+½	0	73	5	
	Totals										
4 1525	Penalty										
	Maneuver Score	+1	+½	+½	+1	+1	+1	0	75	3	
	Totals										
5 126	Penalty										
	Maneuver Score	+½	+½	+½	(-3)	0	+½	0	(66)	Relax Rt. hand. No RL Lope 7	
	Totals										
6 1699	Penalty										
	Maneuver Score	+1	+½	+½	+½	+½	+½	0	73½	4	
	Totals										
7 1560	Penalty										
	Maneuver Score	+½	+½	0	0	0	+½	0	71½	Relax Right Arm 6	
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature (Judge B)

Updated 2020

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in ½ point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in ½ points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
1	Penalty	-1								
	Maneuver Score	0	+½	+½	+1	+1	+1	+½	7½	3
	Totals									
2	Penalty									
	Maneuver Score	+1	+1	+½	+1	+1	+1½	0	76	2
	Totals									
3	Penalty									
	Maneuver Score	+2	+1½	+2	+2	+2	+2	0	8½	1
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									



Judges Signature (Judge B)

**YEDA Official Score Sheet - Ranch Horse Pattern #4**

**Class #19 Senior**

Updated June 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers and Overall Ability and HDD are scored +3 to -3 in 1/2 point increments.

**1 - point penalty**

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

**3 - point penalty**

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

**Faults incurring a score of 0:**

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Trot Serpentine	Lope LLO	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1 727	Penalty													
	Maneuver Score	+1	+2	+2	+2	+1/2	+1/2	+2	+2					
	Totals									0	+2	0	95	1
2 1684	Penalty													
	Maneuver Score	+1/2	+1/2	+1	+1	0	0	+1/2	+1/2					
	Totals									0	+1	0	76	2
3 1061	Penalty													
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1					
	Totals									0	+1 1/2	0	75 1/2	3
4 948	Penalty													
	Maneuver Score	+1/2	+1/2	0	0	0	+1/2	+1/2	+1					
	Totals									0	+1	0	74	4
5 243	Penalty		-3											
	Maneuver Score	+1/2	0	-1	-1/2	+3	+3	0	0					
	Totals									-3	+1/2	0	61	Spins Wrong Direction 60.5 6
6 503	Penalty			-1										
	Maneuver Score	0	-1/2	-1	-1	0	-3	-1/2	-1/2					
	Totals									-1	+1/2	0	63	3 spins R 5
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													

Judges Signature (Judge B)

**YEDA Official Score Sheet – Ranch Horse Pattern #4**

**Class #20 Alumni**

Updated June 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers and Overall Ability and HDD are scored +3 to -3 in 1/2 point increments.

**1 – point penalty**

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

**3 – point penalty**

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

**Faults incurring a score of 0:**

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	Penalty													
	Maneuver Score	0	+1/2	0	+1/2	0	0	+1	+1/2	0	+2	+2	77 1/2	1
	Totals													
2	Penalty		-3											
	Maneuver Score	+1	-1	+1/2	+1/2	0	0	+1	+1	-3	+1	+1	72	2
	Totals				68									
3	Penalty													
	Maneuver Score													
	Totals													
4	Penalty													
	Maneuver Score													
	Totals													
5	Penalty													
	Maneuver Score													
	Totals													
6	Penalty													
	Maneuver Score													
	Totals													
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													

Judges Signature (Judge B)

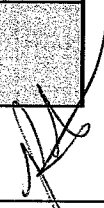


# YEDA Official Score Sheet – RAIL Class: #21 Senior Ruby Rail Horsemanship (Split A)

Back #	Rider Comments	Overall Class Comments
1 1470	Good Position Keep hands lower a little Bit	
2 233	Excellent Position Relax Left hand	
3 1456	Look STIFF Relax	
4 1093	Excellent Position	
5 1200	Very Nice Position	
6 858	Very Nice Rider	
7 173	Good Position	
8		
9		
10		
11		

Judges Signature (Judge B)

Back #	Rider Comments	Overall Class Comments
1 1592 ✓	Keep lower leg back - Relax hands	
2 835 ✓	Very Nice Rider - Don't Arch Back	
3 467 ✓	Shorten reins a little	
4 533	Lower Leg Back	
5 251 ✓	Drop wrist on Rt. hand	
6 1316	Don't Lean forward - Relax	
7 1608 ✓	Drop Left Hand - Relax	
8 405 ✓	Shorten Reins	
9 1784	Excellent Position	
10 134 ✓	Lower Arm a little bit	
11		

  
 Judges Signature (Judge B)



**YEDA Official Score Sheet – RAIL Class: #23 Senior Ruby Rail Horsemanship (Split B)**

Back #	Rider Comments	Overall Class Comments
1 1088	Lower leg back more	
2 870	Nice soft hands	
3 1146	Good position	
4 1444	Legs back - Relax Rt. hand	
5 1306	Good position	
6 836	Relax hands - Lead at <sup>Rt.</sup> Lope behind	
7 285	Good position in Saddle	
8		
9		
10		
11		

  
\_\_\_\_\_  
Judges Signature (Judge B)



# YEDA Official Score Sheet - Sapphire/Alumni Pattern 4

**Class #24  
Senior**

Updated 2020

Scoring 0-100 with 70 denoting the average.  
Maneuvers are scored +3 to -3 in 1/2 point increments

### Minor Faults (-1 point)

- Break of gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

### Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk 1-2	Jog 3	Lope O RL 4	X Jog 5	Jog 6	Stop 7					
1 1684	Penalty	-1										
	Maneuver Score	-1/2	0	-1/2	-1/2	+1/2	+1/2	+1/2	0	69		
	Totals										6	
2 1061	Penalty											
	Maneuver Score	+1	+1	+2	+1 1/2	+1 1/2	+2	+1 1/2	0	80 1/2		2
	Totals											
3 243	Penalty											
	Maneuver Score	+1 1/2	+2	+1	+1 1/2	+1 1/2	0	+1	0	78 1/2		3
	Totals											
4 727	Penalty				-1							
	Maneuver Score	+2	+1	+1 1/2	0	+1	+1	+1	0	76 1/2		4
	Totals											
5 503	Penalty											
	Maneuver Score	+1	+1	+1/2	+1/2	+1/2	+1	+1	0	75 1/2		5
	Totals											
6 948	Penalty											
	Maneuver Score	+1/2	+1/2	+2	+2	+2	+1	+2	0	82		Lower left + hand a little very nice rider
	Totals			75		79	80					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

Judges Signature (Judge B)





# YEDA Official Score Sheet - Sapphire/Alumni Pattern 4

Class #25  
Alumni

Updated 2020

Scoring 0-100 with 70 denoting the average.  
Maneuvers are scored +3 to -3 in 1/2 point increments

### Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

### Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

### Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

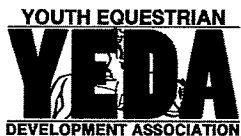
Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Lope O RL	X Jog	Jog	Stop					
1	Penalty											Very nice Rider
	Maneuver Score	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+2	0	81		
	Totals				76							
2	Penalty											
	Maneuver Score	+1	+1	+1	+1/2	+1/2	+1	+1	0	76		
	Totals											
3	Penalty											
	Maneuver Score											
	Totals											
4	Penalty											
	Maneuver Score											
	Totals											
5	Penalty											
	Maneuver Score											
	Totals											
6	Penalty											
	Maneuver Score											
	Totals											
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											

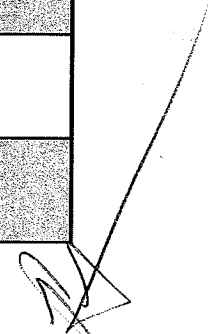
Judges Signature (Judge B)



# YEDA Official Score Sheet – RAIL

Class: 26 <sup>& Senior</sup> Junior Opal Rail  
Horsemanship (Split A)

Back #	Rider Comments	Overall Class Comments
1 455	Little S/A - Relax	
2 1290	Relax	
3 1603	Nice Rider - Keep legs back	
4 1487	Lower leg back - Very nice rider	
5 1692	Set up - Relax more - Don't lean forward	
6 1611	Lower Rt. Arm Relax	
7 1500	Nice Rider	
8 1390	Good Seat & Position	
9		
10		
11		

  
Judges Signature (Judge B)



# YEDA Official Score Sheet – RAIL

Class: <sup>27</sup> ~~28~~ Junior Opal Rail  
\* Senior  
Horsemanship (Split B)

Back #	Rider Comments	Overall Class Comments
1 1484	Nice Rider	
2 767	Nice Rider	
3 1331	Excellent Position	
4 1555	Sit up-Relax-Seat down in Saddle	
5 1698	Relax hands	
6 739	Excellent Position - Relax hands	
7 1447	Nice Rider	
8		
9		
10		
11		

Judges Signature (Judge B)

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

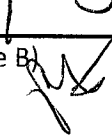
**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1	467	Penalty									
		Maneuver Score	-1	+1/2	+1	+1	+1 1/2	+1 1/2	0	74 1/2	6
		Totals									
2	1316	Penalty									
		Maneuver Score	-3	-1	-1	-1	-1	+1/2	0	63 1/2	WRONG Seals of marker - No walk of latter
		Totals									
3	405	Penalty									
		Maneuver Score	+1	+1 1/2	+1 1/2	+1	+2	+1	0	78	1
		Totals									
4	835	Penalty									
		Maneuver Score	+1	+2	0	+1/2	+1	+1	0	75 1/2	4
		Totals									
5	134	Penalty									
		Maneuver Score	+1/2	+1/2	+1/2	+1	-1	+1/2	+1/2	73 1/2	7
		Totals									
6	251	Penalty									
		Maneuver Score	+1	+1/2	+1/2	+1	+1 1/2	+1 1/2	0	76 1/2	3
		Totals									
7	384	Penalty									
		Maneuver Score	-3	0	0	+1/2	+1/2	+1/2	0	68 1/2	No walk off pattern
		Totals									
8	533	Penalty									
		Maneuver Score	+1/2	+1/2	-3	-1	0	+1/2	+1/2	67	8
		Totals									
9	1592	Penalty									
		Maneuver Score	+1	+1	+1	+1	+1	+1/2	0	76 1/2	2
		Totals									
10	1608	P. M T	+1	+1 1/2	+1	0	+1/2	+1	0	75	5

Judges Signature (Judge B)



Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
1 173	Penalty										
	Maneuver Score	0	+1/2	+1/2	0	+1		+1	+1	74	2
	Totals										
2 1088	Penalty		-1			-3					
	Maneuver Score	0	0	-1/2	0	-1		+1/2	0	65	7
	Totals										
3 1306	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	+1/2		+1	0	73	3
	Totals										
4 1470	Penalty			-3							
	Maneuver Score	+1/2	+1/2	-3	+1/2	+1/2		+1/2	0	66 1/2	6
	Totals			65							
5 870	Penalty										
	Maneuver Score	+1/2	+1	-1/2	+1/2	+1/2		+1/2	0	72 1/2	4
	Totals										
6 858	Penalty										
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1		+1/2	0	77	1
	Totals				74 1/2						
7 836	Penalty										
	Maneuver Score	+1	+1	0	0	-1/2		+1/2	0	71	5
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature (Judge B)

**YEDA Official Score Sheet - Ruby Pattern 4**

Updated 2020

Class # <sup>30</sup> ~~31~~ Senior  
**Split B**

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Break of gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog					
	Maneuver	1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	+1/2	0	+1/2	+1/2	+1/2		+1/2	0	72 1/2	6
	Totals										
2	Penalty										
	Maneuver Score	+1/2	+1/2	+1/2	0	+1		+1	+1/2	74	5
	Totals										
3	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1		+1/2	0	75	4
	Totals										
4	Penalty										
	Maneuver Score	+1/2	+1	+1/2	+1	+1		+1/2	0	76 1/2	3
	Totals										
5	Penalty										
	Maneuver Score	+1	+1/2	+1/2	+2	+1/2		+2	0	77 1/2	2
	Totals			74							
6	Penalty										
	Maneuver Score	-1	0	-1/2	-1/2	+1/2		+1/2	0	69	7
	Totals										
7	Penalty										
	Maneuver Score	0	+1	+1	+1/2	+2		+2	+1	78 1/2	1
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										

Judges Signature (Judge B)

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1 1447	Penalty									
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	72 1/2	7
	Totals									
2 1484	Penalty									
	Maneuver Score	0	+1/2	+1	+1/2	-1/2	+1/2	0	72	8
	Totals									
3 767	Penalty									
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+1	0	74 1/2	3
	Totals									
4 1603	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	73	6
	Totals									
5 1692	Penalty									
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2	+1/2	0	74	4
	Totals									
6 1290	Penalty									
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	73 1/2	5
	Totals									
7 1611	Penalty									
	Maneuver Score	+1/2	+1	+1	+1/2	+1	+1/2	0	76 1/2	2
	Totals									
8 1487	Penalty									
	Maneuver Score	+1	+1/2	+1/2	+1/2	+2	+2	0	79 1/2	1
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature (Judge B)

Scoring 0-100 with 70 denoting the average.  
 Maneuvers are scored +3 to -3 in 1/2 point increments

**Minor Faults (-1 point)**

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

**Major Faults (-3 points)**

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

**Severe Faults (-5 points)**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

**Form & Effectiveness (F & E)** of the rider scored from -3 to +3 in 1/2 points increments

**Horse Degree of Difficulty (HDD)** is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

\*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1 1331	Penalty									
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	0	77	1
	Totals									
2 1698	Penalty									
	Maneuver Score	+1 1/2	+1 1/2	0	0	0	+1 1/2	0	71 1/2	4
	Totals									
3 739	Penalty									
	Maneuver Score	0	+1 1/2	+1 1/2	+1 1/2	0	+1 1/2	0	72	3
	Totals									
4 455	Penalty									
	Maneuver Score	+1	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	0	75	2
	Totals									
5 1500	Penalty									
	Maneuver Score	+1 1/2	0	0	0	0	+1 1/2	0	71	5
	Totals									
6 1555	Penalty									
	Maneuver Score	+1 1/2	+1 1/2	+1 1/2	-1, -1 -1	0	+1 1/2	0	69	6
	Totals									
7 1390	Penalty									
	Maneuver Score	-3	+1 1/2	-1 1/2	+1 1/2	+1 1/2	+1 1/2	0	68 1/2	No Walk off Pattern
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

Judges Signature (Judge B)